

### IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for providing a time service in a gaming network including gaming machines, the method comprising:  
publishing [[the]] an availability of the time service on the gaming network;  
discovering by a client the availability of the time service; and  
processing one or more service requests between the client and the time service, said service requests conforming to an internetworking protocol.
2. (Original) The method of claim 1, wherein the time service comprises a web service.
3. (Original) The method of claim 2, wherein the service request is formatted according to a service description language.
4. (Original) The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).
5. (Original) The method of claim 2, wherein the time service is registered in a UDDI registry.
6. (Original) The method of claim 1, further comprising registering by the time service with a discovery agent.
7. (Original) The method of claim 1, wherein the time service is a local service in the gaming network.
8. (Original) The method of claim 7, wherein the time service is provided at a well known location.

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9. (Original) The method of claim 8, wherein the well known location comprises a TCP/IP address and port.
10. (Original) The method of claim 8, wherein the well known location comprises a message queue.
11. (Original) The method of claim 1, wherein the client comprises a gaming machine on the gaming network.
12. (Currently Amended) The method of claim 1, wherein the client comprises a service provider on the gaming network.
13. (Currently Amended) The method of claim ~~[[1]]~~ 12, further comprising returning a current time to the service provider.
14. (Original) The method of claim 13, further comprising acquiring by the time service a current time from a time server.
15. (Currently Amended) A gaming network system providing a time service, the gaming network system comprising:
- a service provider communicably coupled to the gaming network;
  - at least one gaming machine communicably coupled to the gaming network; and
  - a time service, said time service communicably coupled to the gaming network and operable to:
    - publish ~~[[the]]~~ an availability of the time service on the gaming network; and
    - process one or more service requests ~~between~~ from the gaming machine or the service provider, said service requests conforming to an internetworking protocol.
16. (Original) The gaming network system of claim 15, wherein the time service comprises a web service.

17. (Original) The gaming network system of claim 16, wherein the service request is formatted according to a service description language.

18. (Original) The gaming network system of claim 17, wherein the service description language is a Web Services Description Language (WSDL).

19. (Original) The gaming network system of claim 16, wherein the time service is registered in a UDDI registry.

20. (Original) The gaming network system of claim 15, wherein the time service is a local service in the gaming network.

21. (Original) The gaming network system of claim 20, wherein the time service is provided at a well known location.

22. (Original) The gaming network system of claim 21, wherein the well known location comprises a TCP/IP address and port.

23. (Original) The gaming network system of claim 21, wherein the well known location comprises a message queue.

24. (Currently Amended) The gaming network system of claim 20, wherein the time service is registered in a local environment for the time service.